

GAME BOY ADVANCE

AGB-ACOE-USA



CRASH BANDICOOT

The HUGE Adventure



UNIVERSAL INTERACTIVE

INSTRUCTION BOOKLET



www.universalinteractive.com

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Crash Bandicoot: The Huge Adventure™ Table of Contents

Getting Started	4	Special Moves.....	11
Controls	5	Extra Lives and Aku	12
Crash Bandicoot.....	6	It's in the Crate!	13
Rocket Crash.....	6	The Pause Menu	16
Hover Bike	6	Saving and Loading Game Data	16
Riding Polar.....	6	Transferring Saved Games via Link Cable..	17
Big Trouble, Little Planet!	7	The Players.....	18
Find the Crystals	8	Like the Game So Far?.....	20
Hubs and Levels	8	Customer Support	20
Gems	8	Credits	21
Time Trials and Relics	9	Limited Warranty	23
Crash's Moves	10		

"Crash Bandicoot: The Huge Adventure"™ Interactive game © 2002 Universal Interactive, Inc.
Crash Bandicoot and related characters are ™ and © of Universal Interactive, Inc. All Rights Reserved.



Getting Started

Insert the *Crash Bandicoot: The Huge Adventure*™ Game Pak in the Game Boy® Advance and turn the system on. Select a language and press the A Button. Now you can watch the introductory sequence, or press START to advance to the first Warp Room and begin playing *Crash Bandicoot: The Huge Adventure*™.

If you have a previously saved game, you can press START in the Warp Room to access the SAVE/LOAD screen. Here you can save and load up to four individual games' progress, as well as transfer SAVE game data between Game Boy® Advance systems (requires Game Boy® Advance Game Link® Cable, sold separately).



Controls



Menu Controls

Start Game/Pause/Return to Game

Highlight Menu Selection

Confirm Selection

Return to previous

START

Control Pad, Up ▲, Down ▼, Left ◀, Right ▶

A Button

B Button

Game Controls

Crash Bandicoot

Move	Control Pad
Spin	B Button
Jump	A Button
Slide	Control Pad Left ◀ or Right ▶ + R Button
Body Slam	A Button to jump, at top of jump press R Button
Crouch	Control Pad Down ▼ or R Button
SELECT	Status Panel with number of lives, Wumpa, and crates
START	Pauses the game and brings up the Pause Menu

Rocket Crash

Move	Control Pad
Fire Wrist Phaser	A Button
Barrel Roll	Left ◀ and Right ▶ Buttons to roll in that direction

Hover Bike

Move	Control Pad
------------	-------------

Riding Polar

Move	Control Pad
Turbo Run	B Button
Jump	A Button

Big Trouble, Little Planet!



On board a mysterious space station and orbiting high above planet Earth, Cortex is putting the finishing touches on his latest and greatest achievement: A shrinking ray of global proportions, this diabolical tool will literally allow him to minimize the planet to a size barely larger than a grapefruit! The Planetary Minimizer is linked to crystals and gems strategically placed in various locales around the world. When executed, the ray will effectively shrink EVERYTHING, even the Earth! It is a true work of genius, as evil as it may be.

Finally, the time has arrived, and he's done it! A massive bolt jolts across space in a blue arc, enveloping the planet and shrinking it to only a few yards across.



HAS CORTEX FINALLY WON?



Find the Crystals

Hidden in each level is a purple crystal. Make your way through each level and collect the crystal before exiting on the warp pad. Coco needs all 20 of them to set things straight and enlarge the Earth to its proper size!

Hubs and Levels

Crash can access various areas of the Earth quickly through the warp hub. At first Crash will only be able to access one hub, but as you help him find all the crystals in a hub and defeat the boss guarding that area, he will be able to access a new hub. There are a total of four hubs. Each hub has 5 levels, plus one boss!



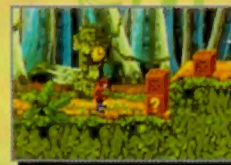
Gems

Some say gems are not as important as crystals, but maybe they are. Gems come in different colors. Clear Gems are awarded for breaking all the crates in a level or for completing a secret area. Break all the crates and at the end of the level before you get to the warp pad you will find a clear gem. Colored Gems are hidden in levels throughout the game. They are usually in hard-to-reach places. While in the warp room you can check each level to see what items it contains. The items are displayed next to the picture of the boss for that level.

Time Trials and Relics



Crash can only enter Time Trial mode after he has retrieved the crystal from that level. A golden stopwatch will appear the next time he enters that level. To enter Time Trial mode, have Crash collect the stopwatch. Doing this will start a timer. Control Crash and move him as quickly as possible to the exit pad at the end of the level. If you are fast enough, you will be awarded with a relic, and depending on how fast you are, you will be awarded a different-colored relic.



Relics come in three colors:

Sapphire You're good but you can do better.
Gold You really hauled bandicoot!
Platinum WOW, nice thumbs! You are a true master.

Crash's Moves

Spin Attack: Crash has the ability to spin like a pint-size tornado. Press the B Button to break open crates and send enemies flying!

Jump: By pressing the A Button, Crash can jump up ledges and on top of boxes.

Slide: There are times when Crash needs to use a little more finesse to solve a puzzle or get by an enemy, and a well-timed slide can make all the difference. When Crash is running left or right, press the R Button and Crash will slide in that direction.

High Jump: Perform a slide, then press the A Button to jump in order to give Crash a little extra height.

Body Slam: Sometimes a brute-force approach is needed, and a Body Slam can deliver a ground-shaking punch that can break some of the toughest objects and even affect certain volatile containers! Press the A Button to jump. At the top of the jump press the R Button and Crash will go into a wild Body Slam.

Crouch: Occasionally Crash will find areas that are a tight fit. He can crouch down and crawl into or under them. Pressing the R Button and moving the Control Pad left or right will make Crash crawl in that direction.

Special Moves

Super Body Slam: Same as the Body Slam, but MUCH more powerful. Press the A Button to jump, and at the top of the jump press the R Button to slam to the ground with a killer force!

Double Jump: Need an extra boost to make that jump? Double jump your way there! Press the A Button twice in succession to make Crash perform his double jump.

Tornado Spin: The tornado spin means certain destruction for most enemies. It lasts longer than a regular spin and can help Crash extend the length of a jump or double jump. Press the B Button three times in rapid succession to perform a Tornado Spin.

Turbo Run: Finding it hard to win those relics in time trial? Slip on your new shoes and get ready to haul bandicoot! While running left or right, press and hold the L Button to switch into Turbo Run mode!



Hint: Special Moves are won after defeating a boss.

Extra Lives and Aku

Crash starts the game with five lives, but never fear—there are many ways to collect extra lives and protect Crash during the tough times ahead.



Wumpa Fruit

Bandicoots love Wumpa fruit. Collect 100 Wumpa fruit to earn an extra life. Crash can collect extra lives throughout the world. Aku Aku, your friendly spirit guide, has placed some crates to make the journey a bit easier.



Aku Aku (Witch Doctor Mask)

Release the Aku Aku spirit from his crate. He will protect Crash from enemies. Collect one mask for one hit point, two masks for two hit points, and collect three masks for temporary invincibility.



Crash Crate

Break these open and collect the Crash head to get a free life!

It's in the Crate!



Crate

This is your everyday, garden-variety box. Crack these open to get at those delicious Wumpa fruit.

Spring Box

Always good for a jump boost to reach those high areas, not to mention all the fruit they give if you keep jumping on them. Spinning them will leave you with nothing!



Mystery Crate

You never know what you'll find, there's a surprise in every box.

Aku Aku Crate

Break these open to release the Aku Aku spirit. He will protect Crash from enemies. Collect 1 mask for one hit point, 2 masks for two hit points, and collect 3 masks for temporary invincibility.



Checkpoint Crate

Busting these crates open will allow you to restart from that point if you happen to lose a life, instead of restarting at the beginning of the level.



Crash Crate
An extra life in every box!



Slot Box
Watch them change, faster and faster. Spin them to win your prize, but act fast as they will quickly turn into an unbreakable iron crate.



Switch Box
Hit these to fill in the Outline Boxes.

TNT Crate

Hop on these to trigger the three-second delay fuse. Stand clear before they blow! Be careful not to spin these or...BLAMMO!



Outline Box

The contents of these strange boxes only appear if the Switch Box hidden in that level is activated.



Nitro Crate

Caution should be used when close to these highly volatile boxes. One touch and Crash goes up in smoke!



Nitro Switch Box
Smacking these will detonate every Nitro Crate in the level.



Bouncy Box
These work like spring boxes, but are indestructible.



Time Box
Found only in Time Trial Mode, these boxes will freeze the timer for the number of seconds noted on its side.

Bouncy Crate

Jump on these wooden crates to give you that extra height on jumps.



Steel Crate

Stronger than your average crate. Try Body Slamming these crates to crack these bad boys pen.



The Pause Menu



From the Pause screen you can:

- ◆ Resume the game
- ◆ Make sound adjustments (music and sound volume levels)
- ◆ Return to the Warp Room

Saving and Loading Game Data

You can save your progress from the Warp Room. Press START to access the SAVE/LOAD screen. To save a current game, select SAVE GAME and press the A Button. Your progress can be saved in one of four save game slots. Use the Control Pad to select the slot in which you wish to save your game, and press the A Button to confirm the action.

To load a previously saved game, select LOAD GAME from the SAVE/LOAD screen in the Warp Room. Select the saved game you wish to load from one of the four slots with the Control Pad. Press the A Button to confirm your selection.



Transferring Saved Games via Link Cable

Connect the Game Boy® Advance Game Link® Cable between two Game Boy® Advance systems running *Crash Bandicoot: The Huge Adventure*. Enter into the SAVE/LOAD screen from the Warp Room by pressing START. Select the option "Load Link Game" on both Game Boy® Advance systems. Saved games will then be transferred between the Game Boy® Advance systems. After transmission is complete, you will be able to load saved games from the other Crash Bandicoot Game Pak! Using the "Load Link Game" feature will not alter your previously saved games. If you would like to save a game loaded from another Game Boy® Advance running Crash Bandicoot, return to the SAVE/LOAD menu and choose "Save Game." You can then save the link-loaded game to one of your four save-game slots.



The Players



Crash Bandicoot

Our hero! Crash might not seem like an ideal champion to save the entire planet, but this is one tough bandicoot.



Coco

Crash's brilliant sister. If Crash can retrieve the Earth's crystals, Coco will use them to power her machine and reverse the effects of Cortex's Planetary Minimizer!

Fink Fink

The ancient elder mask and Crash's supernatural mentor. Aku protects Crash when he gets the chance.



Dr. Neo Cortex

Crash's vertically-challenged nemesis. Crash has vanquished Cortex's plans of domination time and time again, and Cortex is fed up!



Uka Uka

The evil twin brother of Aku Aku. Uka Uka is the controlling force behind Cortex's obsession with conquering the world. He's one mean mask!

Tiny Tiger

Tiny is a hulking ferocious beast, who some believe may have been Dr. Cortex's first foray into genetic alteration. Don't let his size fool you; Tiny may be muscle-bound, but he certainly isn't a dimwitted buffoon.



Dingodile

Another freak of nature created by Cortex in his pursuit of the perfect genetic warrior. Dingodile is a half-dingo, half-crocodile monstrosity who enjoys reading Shakespeare, playing croquet, and roasting orange marsupials with his flamethrower.

Dr. N. Gin

Half man, half machine, with half a missile sticking out of his head. Dr. N. Gin is Cortex's right-hand man and is a scientific genius in robotics and cybernetics.



Like the Game So Far?

Then log onto www.thehugeadventure.com now and check out some cool things that Crash and his friends are up to, including:

Screenshots
Browser Skins
Screensavers

Downloads
Tips and Tricks
AND TONS MORE!!!



Customer Support

Universal Interactive Technical Support can be reached in the following ways:

Technical Support

Phone: (Toll-Free) (866) 582-7063 (U.S./Canada only)
or (310) 649-8016 (outside U.S./Canada)
Fax: (310) 258-0755

World Wide Web: <http://www.education.com/support>

Customer Service (8 a.m.-5 p.m. pst Monday-Friday)

Phone: (Toll-Free) (866) 341-0879 (U.S./Canada only) • or (310) 649-8006 (outside U.S./Canada)

Mail

Vivendi Universal Interactive
4247 S. Minnewawa Ave., Fresno, CA 93725

Credits

Developed by Vicarious Visions

Executive Producers

Karthik Bala
Tobi Saulnier

Project Managers

Karthik Bala
Jesse Booth
Mike Meischeld

Game Design

Luis Barriga
Karthik Bala

Additional Game Design

Theodore Bialek
Christopher Winters
Chris Degnan
Ben Raymond
Jonathan Russell

Programming

Nate Trost
Robert Trevellyan
Alex Rybakov
Jesse Raymond
Chris Pruett
Jesse Booth
Viktor Kuzmin

Graphics

Steve Derrick
Theodore Bialek
Christopher Winters
Mei He
Jason Harlow
Carl Schell
Jim Powell
Wes Merritt
Jorge Diaz
Florian Freisleder

Audio

Manfred Linzner
Todd Masten

Vicarious Visions would like to thank

Red Eye Studios
*For aiding and abetting in
graphics, animation and design*

Cosmigo

For nefarious coding support

Shin'en Multimedia

For composing killer tunes

and

Last but not least

Guha Bala
Nehme Frangie
Kerry Coffey
Lauren Costello
Dawn Harrington
Matt Conte
Eric Caraszi
Team Baisoku
Daniel Suarez
Sean Krankel
Phillipe Erwin
Vijay Lakshman
Naughty Dog

Published by Universal Interactive

**Vice President of
Production**
Vijay Lakshman

Senior Producer
Daniel Suarez

Associate Producer
Sean Krankel

**Production
Coordinator**
Carlos Schulte

**Additional
Production Support**
Sean Mountain
Nick Torchia

**Vice President of
Global Marketing**
Torrie Dorrell

**Sr. Product
Manager**
Craig Howe

**Associate Product
Manager**
Marcus Savino

**Marketing
Coordinator**
Jason Covey

**Senior Manager
Public Relations**
Alex Skillman

Junior Publicist
Sandra Shagat

**Director of
Promotions**
Chandra Hill

**Creative Services
Supervisor**
Michael Sequeira

**Additional Sound
Effects**
Universal Sound Studios

Testing
Absolute Quality Inc.

Booklet Design
Lauren Azeltine

Special Thanks
Bender/Helper-Impact
Big Sesh Studios
Kovel/Fuller

Grace Baca
Letty Cadena
Virginia Fout
Scott Johnson
Neal Robison
Suzan Rude
Ricci Rukavina
Marcus Sanford
Charles Yam

Jim Wilson
Luc Vanhal
Ken Cron
Agnès Touraine
Sarah Rico-Zager

LIMITED WARRANTY

This software program, any printed materials, any on-line or electronic documentation (the "Program") are the copyrighted work of Universal Interactive, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. **Limited Use License.** Universal Interactive, Inc. ("UI") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Nintendo Game Boy® Advance game system.
2. **Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by UI or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and UI's licensors may act to protect their rights in the event of any violation of this Agreement.
3. **Responsibilities of End User.** A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of UI.

B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of UI; or exploit the Program or any of its parts for any commercial purpose.

4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. UI may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
6. Limited Warranty. UI EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however UI warrants the cartridge(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. UI's sole liability in the event of a defective disk shall be to give You a replacement cartridge. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

7. Limitation of Liability. NEITHER UI, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
8. Equitable Remedies. You hereby agree that UI would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that UI shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as UI may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

Mail: Vivendi Universal Interactive
attn: Warranty Processing
4247 S. Minnewawa Ave., Fresno, CA 93725

THE EPIC STORY BEGINS

THE SCORPION KING™

APRIL 2002

GAME BOY ADVANCE

Universal Interactive
100 Universal City Plaza
Bldg. 1440/Suite 3300
Universal City, CA 91608

The Scorpion King interactive game © 2002 Universal Interactive, Inc. The Scorpion King and related characters are ™ and © of Universal Studios. Licensed by Universal Studios Licensing, Inc. All rights reserved. Crash Bandicoot: The Huge Adventure interactive game © 2002 Universal Interactive, Inc. Crash Bandicoot and related characters are ™ and © of Universal Interactive, Inc. All rights reserved. **INTENDED SOLELY FOR PRIVATE USE. PUBLIC PERFORMANCE OR OTHER USE IS EXPRESSLY PROHIBITED.**

RATING PENDING

RP

Visit www.esrb.org or call
1-800-771-8772 for more info.

**CONTENT RATED BY
ESRB**

7144010

Printed in Japan